

ABSTRACT OF THE DISCLOSURE

A contour-drawing object is generated in the size greater than a corresponding object (S35, S37). The color of the contour-drawing object is set to a contour color (S39). Then the object and contour-drawing object are drawn by the Z sort method. For drawing them, polygons of the object are added to a sort table as usual, while polygons of the contour-drawing object are added to the sort table after such a shift of the first address of the sort table that the contour-drawing object is located behind the object in the actual depth with respect to the view point (S45). Since the polygons are drawn in order from the most distant polygon in the sort table from the view point, the object is written over the contour-drawing object. Finally, there remains only the contour part of the contour-drawing object surrounding the entire edge of the object, outside the object and the contours are drawn in the contour color.

Provided also is a video game apparatus, which comprises a computer-readable storage medium storing a program for a video game which draws an object comprised of a plurality of polygons in a virtual space and a computer which reads out at least one of said program from said recording medium to perform, by reading out at least one of said program from said storage medium, the generation of contour drawing objects.

30